

## Value:

Lightness or darkness of a color.

We add black or white to change the value.

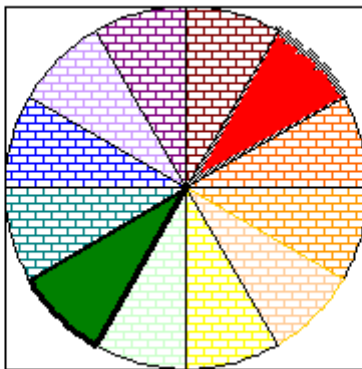


\*tints add white...

\*shades add black

## Complementary:

Colors across from each other on the color wheel.



Warm colors-have warmer temperatures



Cool Colors have a cooler temperature.

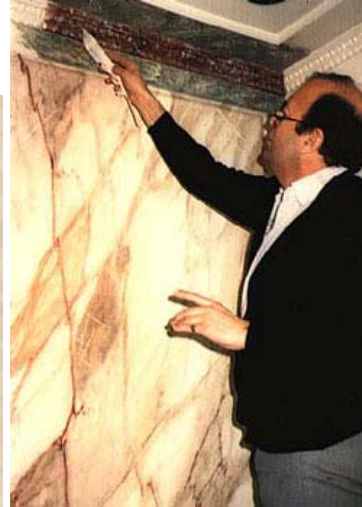


### Texture

There are 2 types of texture: visual and tactile.

Visual:

- \*We can only see the texture; the feel of the surface does not change.
- It is applied with the use of line and color.
- Examples include faux finishes on walls, paintings, etc.



#### Tactile

- \* We can feel variation in the surface.
- It is applied because of the materials that are used.
- Examples include baskets, fabric; basically any texture that feels the way it looks.

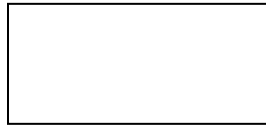
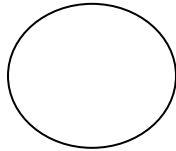
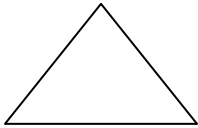


## Space principles

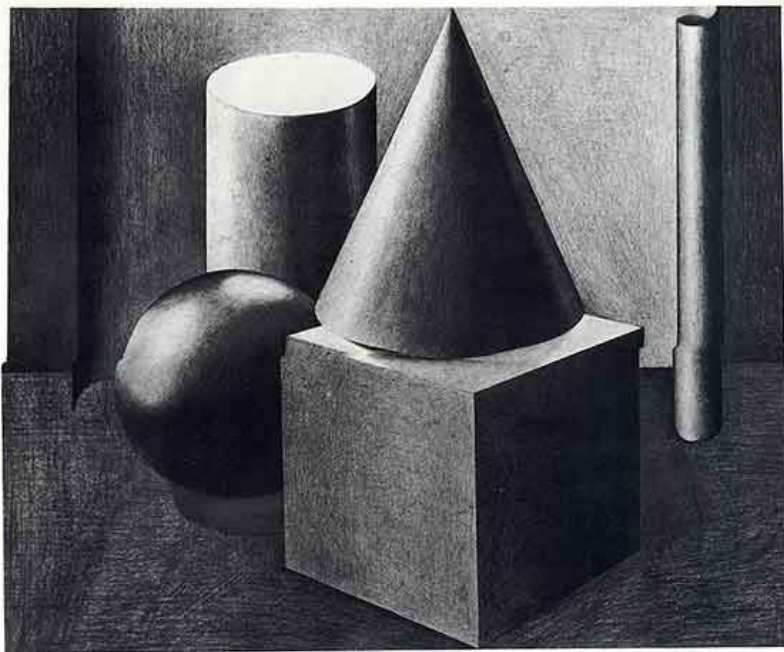
[http://www.hgtv.com/hgtv/pac\\_ctnt\\_947/text/0,1783,HGTV\\_19176\\_29644,FF.html?sitrackingid=316785&omnisource=O+paint+colors&affiliate=blocker](http://www.hgtv.com/hgtv/pac_ctnt_947/text/0,1783,HGTV_19176_29644,FF.html?sitrackingid=316785&omnisource=O+paint+colors&affiliate=blocker)

# shape and form

Shape is 2 dimensional

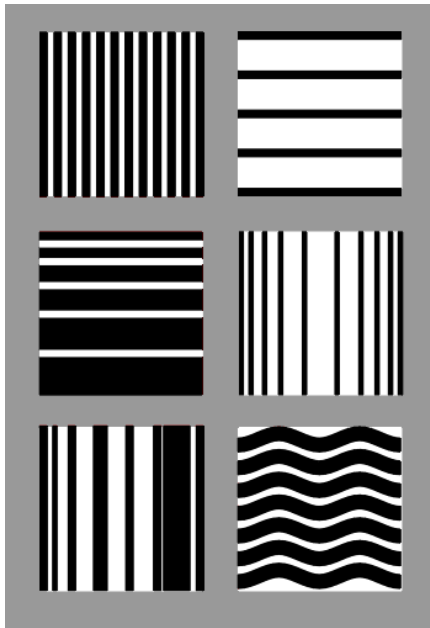


Form is 3 dimensional



Cube, cone, sphere, and cylinder drawn imitatively as three-dimensional picture elements. F. Brill, Berlin, 1928.

# line



**Straight**

static



**Curve**

soft, mellow



**Zigzag**

erratic, dynamic



**Vertical**

strong



**Horizontal**

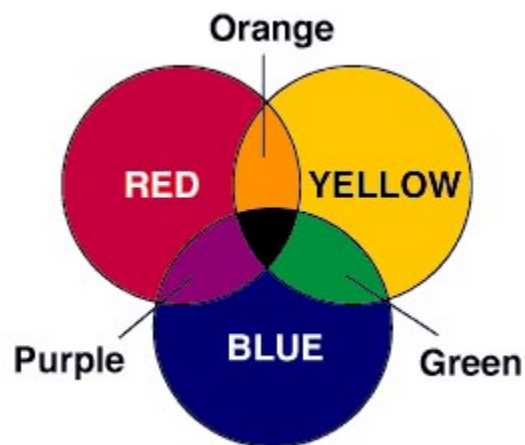
calm



**Diagonal**

dynamic

primary colors and secondary colors



Types of rhythm are:

Gradation  
Repetition  
Transition  
Contrast/opposition  
Radiation



## Intensity

To change a colors intensity:  
Add the colors complement or add gray

